Axe Throwing
PAGE 5

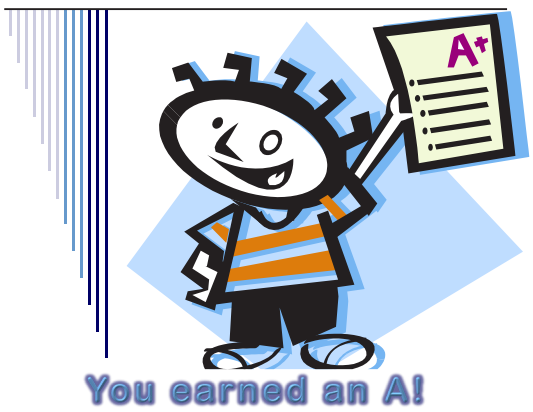
Staff Interviews
PAGE 2

Grace in the Time of a Pandemic
PAGEs 6 & 7

UAA Mat-Su Home of the Mat-Su College Arctic Dragons

Mat-Su Monitor

SPRING 2021 VOLUME 44 NUMBER 3



You earned an A!

Enter your work* in the 2021 Student Showcase.

The 2021 Student Showcase will be held toward the end of spring semester. Information: mrsagal@alaska.edu

*** "A" Work completed during the spring, summer, and fall semesters of 2019 and the spring, summer, and fall semesters of 2020 qualify for the 2021 Student Showcase.**

Get involved with your STUDENT GOVERNMENT
Wed. 1pm to 2 pm Zoom
for more information email uaa_mscstudentgov@alaska.edu or call (907) 745-9759

Photo By Mariah Elliot

Greetings Arctic Dragons

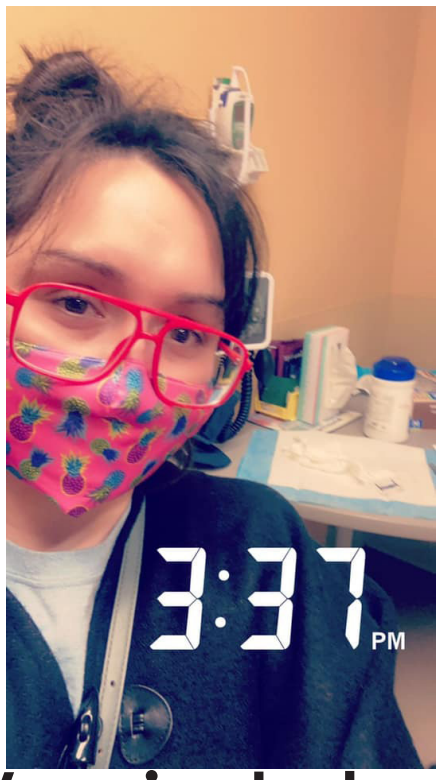
By Arin Tampke, Student Government President

Greetings Arctic Dragons and welcome to the spring semester! I hope that everyone had a wonderful and relaxing winter break. As the semester picks up we need to remember why we're here and reflect on those motivations. Some of us are here to further our careers, some of us are fresh out of or are still in high school, and some of us are just here for the experience. No matter why we're here or who we are, we're in this together. Though the days of in-person learning feel like a distant memory and the halls of the university feel like a ghost town, the spirit of Mat-Su still radiates.

> having these outlets can help shake the COVID-19 blues

While I'm an introvert who was loving quarantine when it started, I find myself now longing for human interaction. This is hard when human contact is asked to be at a minimum. I miss my friends, the smiling face of the director, and how he would always stop me to ask about my day or tell me a joke, and of course the shenanigans that would happen around campus. I still think about the poster that someone put up saying they're looking for a Minotaur. These human interactions no mat-

See **President Tampke** *page 3*



Vaccinated

By Angeli Kristovich

When COVID first happened, it was quickly realized that the most vulnerable are the elderly. That worried me

See **Vaccinated** *page 3*

INDEX

Staff Interviews 2
Student Government 3
Journey 4
Art Show..... 6
Club Corner..... 8
From the Students 9
Student Photos.....10

UA 2021 VIRTUAL CAREER EXPO
MARCH 24, 12 PM-3 PM
UAF UNIVERSITY OF ALASKA FAIRBANKS
UAA UNIVERSITY of ALASKA ANCHORAGE
UNIVERSITY of ALASKA SOUTHEAST

Upcoming events

February 22: Open registration for summer classes.

February 23: Journey event, 6:30 PM. Topic: Is there a problem with Alaska's voting procedures?

February 24: Journey event, 12:00 PM. Topic: Reproductive Health.

March 2: Journey event, 6:30 PM. Topic: What does gene editing mean for Alaska's food systems?

March 8-12: Spring break, no classes but campus open.

March 12: Spring break, campus closed.

March 16: Journey event, 6:30 PM. Topic: How does social media affect human wellness?

March 22: Fall schedule viewable online.

March 23: Journey event, 6:30 PM. Topic: Is there a problem with Alaska's voting procedures?

March 24: Virtual Career Expo.

March 26: Deadline to withdraw from classes.

March 30: Journey event, 6:30 PM. Topic: Does the media promote or hinder justice?

April 14: Journey event, 6:30 PM. Topic: Are science and religion compatible?

April 2: Deadline to apply for spring graduation and be included in the commencement program.

April 5: Senior priority registration for fall classes.

April 6-7: Student Government Elections.

April 6: Junior priority registration for fall classes.

April 7: Sophomore priority registration for fall classes.

April 8: Freshman priority registration for fall classes.

Journey events are held on Zoom. See https://matsu.alaska.edu/calendar/ for details.

Club meeting times

Mat-Su Monitor: Wednesdays 2:00 PM- 3:00 PM. ZOOM

Student Government Council: Wednesdays 1:00 PM to 2:00 PM. ZOOM

Mat-Su Monitor
February 2021

Interviews with new staff

Mat-Su College is planning for the future. The 2019 budget cuts are behind us (somewhat) and a post-COVID world is visible ahead of us (kinda). It is time to fill critical positions that have been empty for too long. The Monitor is here to introduce you to these new hires who students will interact with one way or another.

In the first of our interviews series, we talk with Darle Budde and Ted Kincaid. Darla is one of two financial aid advisors on campus. Ted is one half of a dynamic new marketing duo. Ted's focus is on the college website, social media, and other important ways of getting information out to students.

Meet Darla Budde, Financial Aid Advisor

What's your background, personally and/or professionally?

I have historically worked in the medical field, mostly in supportive positions to medical providers. This was very fulfilling to me on a human level, but didn't provide me with much personal gratification. I graduated from UAA in 2013 with an art degree and spent several years making and selling art through craft shows and private commissions. When I saw the Financial Aid Advisor position come up at Mat-Su College, I knew it was for me. I have a great passion for education and really felt like this was dream job territory.

What do you do on campus?

I am a Financial Aid Advisor here at Mat-Su College! Set up an appointment with me and we will see how I can help get your education paid for! I can also help with things like reading over a scholarship essay and providing advice.

So far, what do you enjoy most about your job? Is there anything that frustrates you?

The main thing that I love about this position is that I can feel the difference I am making in student lives. I am helping students and society as a whole, move forward into a better future. An educated populace can do amazing things. One of the main frustrations I face so far, is that I wish there was more funding for a greater variety of people. One of my goals here is to become as familiar with the details of as many scholarship and grant funding opportunities, so that I may be as helpful as I possibly can.

Do you have any goals you want to accomplish in the short term or exciting projects coming up?

At this point, one of my main goals is to compile as much information about financial aid opportunities that do not need to be paid back. I want to be able to provide students with as much knowledge as I am able. I am working on a database of funding from university, local, state- and nation-wide sources. I want to be able to provide students with even the most obscure opportunities available.

What are some of your hobbies or interests outside of work?

I love to paint, which was my focus for my degree in college. I use oils, acrylics and encaustics for my painting. I love to create anything, really. I have three dogs, Ajax, Luna and Loki, they are honestly my life. Luna is deaf, so that was pretty challenging at first, but I have trained her to learn hand signs! I have a 25 year old daughter who lives in Anchorage, but we are best friends so she will often come out and spend the weekends with me.

Is there anything else you want readers to know about you or what you do on campus?

I want students to know they can always reach out to me if they have any questions. I am here to help and you can always email me or set up an appointment. If I don't know the answer to your question, then I will find the answer or find someone who does know. There are no stupid questions! I look forward to meeting with you!

Meet Ted Kincaid, Web and Digital Media Specialist

What's your background, personally and/or professionally?

I grew up in a construction family in Anchorage, often finding myself on job sites with my dad, running equipment and framing walls. Art may have been an escape but turned into a focus and ultimately a career in photography, web and graphic design despite an academic background in economics. The world is an interesting place and there are always new things to learn and I expect to further course study while at Mat-Su.

What do you do on campus?

If you see me, chances are I am running around the halls and the grounds looking for that picture that tells the school's story. If you do not see me then I am most likely at my desk pushing pixels around creating pretty things on the interwebs, planning on how to spread the word of the University or contemplating the meaning of life and what the color blue would taste like if it were a food.

So far, what do you enjoy most about your job? Is there anything that frustrates you?

Have you ever been in a band? I often liken that experience to being in a relationship, as much as you love the music you make, the experience is all about the dynamic and how you gel with your bandmates. Mat-Su College, from the beginning has been like that amazing band where everything just gelled. The two things that I wish were different were feeling guilty that I don't spend more time with my 3 year old Malamute (with the commute in from Anchorage I spend less time hiking with her) and seeing the hopeful faces of college students on campus (I look forward to the day you all come back to school!). My favorite part of working in higher education is seeing the students scurry from class to class as they learn new and exciting things and then hearing the stories of what they learned.

Do you have any goals you want to accomplish in the short term or exciting projects coming up?

Creating a social media presence that engages students, inspires them to tell their stories through it about how Mat-Su College is changing their lives and perspectives and makes the world a more positive and vibrant place. I would love to lean more into our YouTube channel getting those stories out and getting the expertise of the professors into the world.

What are some of your hobbies or interests outside of work?

This changes all the time. At one point I realized that I had a tendency to start a new hobby every year and taking it to the point where I had a confident mild mastery of it whether starting a surf rock band, a popular podcast, painting portraits of historical figures, restoring antique cars or photography. Currently I spend a lot of time walking the dog, going on over-night hikes with my son, painting Warhammer figures and painting for art shows, remodeling my rental property and restoring a 1963 Austin Mini.

Is there anything else you want readers to know about you or what you do on campus?

Searching for that story. Make sure to say 'hi,' I am always thrilled to meet new people and find out what makes them tick.

MAT-SU MONITOR STAFF

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The *Mat-Su Monitor* is the student newspaper of Mat-Su College. The *Monitor* aims to report college news and serve as a forum for student writing. The *Monitor* seeks submissions of news, editorials, and short fiction from all students, staff, and faculty of Mat-Su College. All students are invited to attend the *Monitor*'s weekly meetings. Details on participating in or submitting content to the *Monitor* can be found at *https://matsu.alaska.edu/offices/student-government/student-clubs/mat-su-monitor.cshtml.*

The Mat-Su Monitor is funded by the Mat-Su College Student Government Association and our advertisers. For information on advertising in the *Monitor* contact Micah Muer at mwmuer@alaska.edu or 907-745-9758.

The opinions expressed the *Monitor* article are solely those of its authors. They do not necessarily reflect the opinions or policy of the college, its students and employees, or the wider University of Alaska system.

President Tampke *continued from page 1*

ter the size are what made the campus feel alive. Sure a university is a building where people go to learn, but the university is also its people. No matter when we return, I'm sure the university will slowly come back to life, and it's up to our returning and new students to keep the spirit alive.

We as a student government want to help everyone be connected and forge new friendships and connections during these challenging times. To do this, however, we need your help. If anyone has the time to attend student government I implore you to consider joining us. I know that times are tough and things like clubs and extracurriculars seem obsolete, but having these outlets can help shake the COVID-19 blues that so many students young and old are facing. Things will get better, and we must maintain our humanity during these times.

As I'm sure almost none of you know, this is my last semester at Mat-Su and I want to leave the student government and student body in good hands. We've done so much in the past including dances, snacks during finals, and movies. In the future, I know more can be accomplished with the right person at the helm. Could you be that person? I certainly hope so. If you're curious as to what we do, feel free to reach out via email or attend our meetings. We welcome all students to participate and have their voices be heard.

I hope everyone has a fantastical spring semester!

BIG CABBAGE RADIO SURVEY

Big Cabbage Radio is an all-volunteer radio station based in Palmer. They would love to hear from listeners. To do the annual survey, please visit http://ow.ly/QQXB50DppKS use this QR code:

STUDENT GOVERNMENT ELECTIONS APRIL 6 & 7

- VOTE ON AMENDMENT CHANGES TO THE CONSTITUTION
- RUN FOR OFFICE
- REPRESENT FELLOW STUDENTS BY BECOMING A SENATOR

FOR MORE INFORMATION CONTACT YOUR STUDENT GOVERNMENT

PHONE: 907-745-9759

WIRTE: uaa_mscstudentgov@alaska.edu

ON THE WEB: https://matsu.alaska.edu/offices/student-government/

Vaccinated *continued from page 1*

because my mom resides in a nursing home. Eight years ago, she had a major stroke after slipping on wet linoleum floor and hitting her head on the corner of the counter in the kitchen, which resulted in a blood clot in her brain. The blood clot in her brain ultimately resulted in a stroke and she is now in need of round the clock care because she is paralyzed from the waist down and can barely talk or move her arms, and she has daily seizures.

When the injury first happened to her, it was clear that she did not have any idea about what was going on because I was able to see in her eyes that she didn't know who I was or where she was, but she was not upset, so I was just happy that she was okay. Over the years she has made major improvements and my family and I are so happy!! She can sing songs, use her right arm and right foot a little, and that is awesome! I used to go see her often but when COVID happened, all visitations were put to halt, and for good reason too!

One nurse was found to be positive and in turn resulted in more positive cases within the facility. Then, the media released an article calling the long-term care facility a "COVID hot spot." Reading that headline broke my heart and I cried so hard thinking the worst. Luckily, and also sadly, they kept all residents in their wing and close to their room to ensure they stopped the spread. They also amped up their testing and have since done a very good job keeping residents safe! Throughout the year I witnessed people close to me lose family members due to complications of the virus, and I couldn't help but worry and think that

our family could go through the same thing and it tore my heart up something awful.

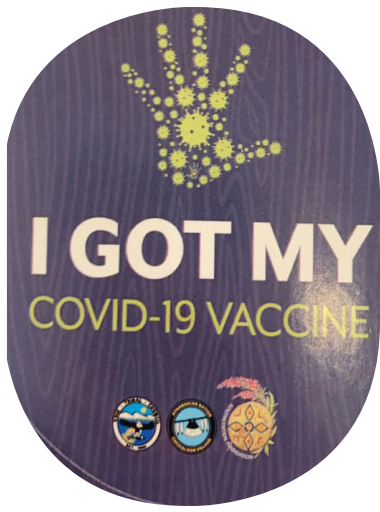
Fast forward one year later and my mom still has had no visitors, except for zoom meetings which I am grateful for, but they are still being kept on their wings, close to their rooms. I can imagine that it's probably quite the lonely existence even though they do their best to keep things exciting around there. They have activities, movie nights, and order pizza and take out, and stuff like that, but nothing fills the void of family quite like the hug of mommy and baby (my mommy and I) or grandma and granddaughter, etc... So, when the vaccine came out it was first offered to doctors, nurses, and long-term residents alike. There was no hesitation from the nurses, or anyone really. I was skeptical because I am very protective of my mother. But in some conferences with her doctor and nurses, who both received the vaccine, they explained to me that what they are seeing in the hospitals is devastating and if they had the option to give it to their parents, they would. I thought on it for a few days and decided that I wanted my mother to be protected.

Even after making the decision to allow my mother to get the shot, I still had reservations, so I decided to do some research myself, but as I was researching I realized something. As mentioned before, I freakin' love my mother. Why would I agree to give my beloved mother something (the vaccine) that I am not willing to take myself? That's ludicrous! So, when it was offered at my hospital, I jumped on the first appointment I could get to make sure that I have what she's having! Of course, I fell victim to feeling fear from the imagery of Facebook posts saying it was going to kill me or disfigure me because this whole thing (vaccine) is so new, but none of that happened.

The shot did not hurt. Nothing changed. And the cool part is that family members were texting me after I was done to check on me so see if I had an adverse reaction, so I decided

to update them all in a Facebook post that read, "A couple of people have texted me asking how I am doing after getting my vaccine, so I shall update you guys too since you all are my friends and stuff. After I received my first shot of #Moderna on Tuesday, I felt nothing. Now, I still feel nothing physically per se, but I do feel hopeful. In fact, after I got my shot, my husband and I had a conversation that went something like that one part in the movie "Year One" with Jack Black and Michael Cera, when Jack Black takes a bite of the golden apple of knowledge, but in my case got my vaccine, and he immediately feels like he knows stuff. So he prompts Cera to ask him various questions, but Jack Black doesn't know the answers off hand, yet he FEELS overwhelmed with knowledge. That is similar to the way I feel about getting my vaccine. Nothing has changed, and I don't know any more answers to stuff that I didn't know before receiving it, yet I feel kinda safer, lucky, and maybe a tiny bit smarter I guess lol anyways, I wonder if my analogy makes sense to you...? Meh, it makes sense to me and that's good enough. That's my update."

It felt good to throw a little bit of humor into something serious because I know that my family was scared to get the vaccine too. However, as for me and my mom, we have always been super close and I will do anything to keep her safe and never let her do things all by herself, so I am glad I got the vaccine. After I got mine, a lot of my family followed suit and to my knowledge of friends and family, there has been no adverse reactions and we all feel lucky to be apart of the end of this COVID madness. I can't wait for things to get back to normal, whatever normal is..



LOOKING FOR BACK ISSUES?

https://archive.org/details/@matsu_monitor

Over 100 searchable back issues from 1978 to today, with more added regularly!

The Mat-Su College Journey Program offers a series of free events, activities, and wellness services for students, faculty, and staff. These opportunities introduce us to important discussions and help us learn how to implement strategies to stay healthy. Each month will offer an array of different topics.

My Mental Health: Do I need Help?

First, determine how much your symptoms interfere with your daily life.

Do I have mild symptoms that have lasted for less than 2 weeks?

Feeling a little down

Feeling down, but still able to do job, schoolwork, or housework

Some trouble sleeping

Feeling down, but still able to take care of yourself or take care of others

If so, here are some self-care activities that can help:

Exercising (e.g., aerobics, yoga)

Engaging in social contact (virtual or in person)

Getting adequate sleep on a regular schedule

Eating Healthy

Talking to a trusted friend or family member

Practicing meditation, relaxation, and mindfulness

If the symptom above do not improve or seem to be worsening despite self-care efforts, talk to your health care provider.

Do I have severe symptoms that have lasted 2 weeks or more?

Difficulty sleeping

Appetite changes that result in unwanted weight changes

Struggling to get out of bed in the morning because of mood

Difficulty concentrating

Loss of interest in things you usually find enjoyable

Unable to perform usual daily functions and responsibilities

Thoughts of death or self-harm

Seek professional help:

Psychotherapy (talk-therapy)—virtual or in person; individual, group or family

Medications

Brain stimulation therapies

For help finding treatment, visit www.nimh.nih.gov/findhelp.

If you are in a crisis, call the National Suicide Prevention Lifeline at 1-800-273-TALK (8255), or text the Crisis Text Line (text HELLO to 741741).

Spring 2021 tutoring

Math tutoring

- Monday, Tuesday, Wednesday: 9:30 AM to 5:00 PM
- Thursday: 9:30 AM to 2:00 PM.

Writing Tutor:

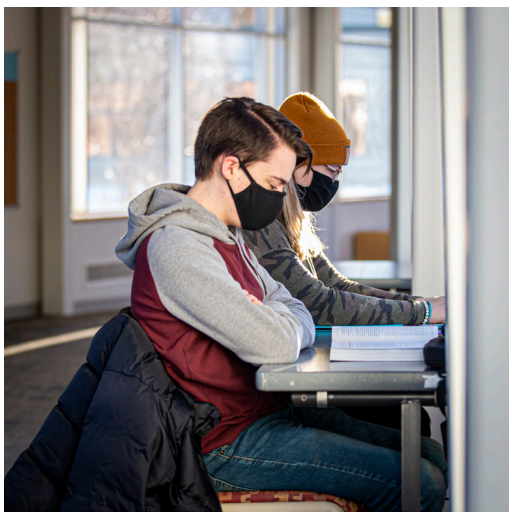
- Mondays and Wednesdays (Oliver): 9:30 AM to 5:00 PM.
- Tuesdays and Thursdays (Brooke): 9:30 AM to 5:00 PM.
- Fridays (Prof. Hirschmann): 10:00 AM to 1:00 PM.

To sign up for a tutoring session, visit https://www2.registerblast.com/matsu/Exam/List Use the "How to Schedule an Exam" link to get instructions.

$$$

Did you know, UAA | Mat-Su College has a Student Emergency Fund to provide financial assistance to Mat-Su | UAA students who have experienced temporary financial hardships? These hardships range from emergencies and crisis situations to unplanned major life events, such as sudden changes in employment as a result of COVID-19.

Students can submit an application on the Student Emergency Fund website: https://www.uaa.alaska.edu/students/dean-of-students/emergency-fund.cshtml



Allied Health and Pre-Nursing Students!

Beat the rush and secure your Fall 2021 classes early

Fall 2021 is right around the corner; priority registration starts April 6th with seniors. – Note the class schedule will be visible March 23rd.

We encourage you to make an appointment with your Mat-Su advisor by going to Academic Advising | Mat-Su College (alaska.edu) and also one with a UAA COH Advisor by calling 907-786-1318. Call and sign up by March 15th for an early April appointment! Be ready to share what major you are working towards, so we can best assist you.

Mat-Su College/UAA students and Alumni can access thousands of internships and jobs, discover career and networking events and more, all through Handshake.
alaska.joinhandshake.com
For more information contact:
Mat-Su College Student Services
907.745.9746
Mat-Su College
University of Alaska Anchorage
Handshake
UA is an AA/EO employer and educational institution and prohibits illegal discrimination against any individual

Alaska Axes are Airborne and Accelerating!

Getting a handle on new things to do in the Valley without getting rusty.

By Ryan McCrossin

It goes without saying, but with the coronavirus pandemic continuing for eleven months and counting, it is very difficult to find much to do outside of the house. It is very difficult to be cooped up in a house for a year not being able to go anywhere due to the fear of getting sick. It's also very difficult for businesses because of this; there are not going to be a whole lot of restaurants opening in the year 2021 it looks like. However, that didn't stop Last Frontier Axe Throwing from opening just this month. Last Frontier Axe Throwing is the third axe throwing venue in the state of Alaska, and the first in the Valley. It is also the third Alaskan axe throwing venue to be registered with the World Axe Throwing League (WATL). Its current location is off Herman Rd, right by Paint with Sara. To some of you reading, you may be asking yourself "Wait, people throw axes for fun?" Exactly my thoughts two months ago, before I found out about ax rolling for the first time. Facebook, while mind-numbing as it is, can be immensely helpful for finding out about new businesses in the Valley. As soon as I heard about an axe throwing range opening, I did some research and decided this might be something that be fun for me.

Axe throwing is a relatively simple concept to explain. You throw an axe at a relatively large wooden target. It's essentially a big game of darts, but the dart is a foot in length and the target is ten times the size of a dartboard. Technically I think you could call the axe a hatchet sometimes, and there is a tournament design for big axes. There's also a tournament for duals, in which two people throw an axe at the same target the same time, but I digress. The focus of this venue is regular axe throwing. The aim of the game is to get as close to the center of the target as possible. Scoring is based on where the blade sticks in the most.

> Last Frontier Axe Throwing is the third axe throwing venue in the state of Alaska

You can get 1, 2, 3, 4, 6 or zero points per throw. You get 1-4 for getting the blade stuck in one of the rings, and you get 6 for bullseye. You get 0 points for missing the target or dropping the axe. To gain points, the axe must stay in the target in the time it takes you to walk (or run) over to the target and take it out. If it falls out before you reach it, you do not get the points. There is also one more rule in which you can get a kill shot. A kill shot is where you have the option of hitting a small blue dot on either the upper left or upper right part of the target. However, in regular gameplay you must both call it (say to the judge you're going to aim for it) and you cannot miss. If any speck of the blade is touching the dot, you get the points. Eight of them in fact. If you miss, you get 0 points even if it lands in a point range. It's very difficult to hit the kill shot, which is why that it is usually preserved for sudden death. Each game is 10 throws, and the most points you can earn in a game without doing the kill shot is 60 points. You can only call for a kill shot outside of sudden death twice per match. In this case, the most you can get in a match is 64. If you were

See **AXE THROWING** *page 10*

MONEY FOR COLLEGE
Scholarships for education in health and human services are now available for Mat-Su residents.
APPLY BEFORE MARCH 31
healthymatsu.org
MAT-SU HEALTH FOUNDATION

GET HIRED ON
Handshake
1. Create a free account using your alaska.edu email address
2. Fill out your profile. You will recieve personalized job recommendations based on your input.
3. Learn about jobs, employers and exclusive events. Apply in as little as two clicks.
Mat-Su college
University of Alaska Anchorage
For more information, call 907.745-9746
UA is an AA/EO employer and educational institution and prohibits illegal discrimination against any individual

Grace in the Time of a Pandemic

From the joyful watercolor/pen paintings of Sandra Cook, to the daily journals of Barbara Hunt, this show embraces the creativity of five artists who used their responses to the pandemic to create art. Stacy Johnson created paintings of the natural world. Sara Rene celebrated the landscape ably transforming palette knife mark making into works of art. Merry Maxwell captured flowers and chokecherries from her much beloved hikes. Moving forward, making art, and documenting what we have endured offers us hope: We will endure, we will thrive. Enjoy!

Sandra Cook, *Cultivate Beauty,* 2020
6 x 6", watercolor and pen.

Sandra Cook, *A Gift,* 2020
6 x 6", watercolor and pen.

Sandra Cook, *Joy,* 2020
6 x 6", watercolor and pen.

Sandra Cook, *Cultivate Love,* 2020
7 1/4 x 6", watercolor and pen.

Sandra Cook, *Imagine,* 2020
6 x 6", watercolor and pen.

Why Students Need Arts Education

Young people who participate in the arts are:
- 4 times more likely to be recognized for academic achievement
- 3 times more likely to be elected to class office within their schools
- 4 times more likely to participate in a math and science fair
- 3 times more likely to win an award for school attendance
- Participate in youth groups nearly four times as frequently
- Read for pleasure nearly twice as often
- Perform community service more than four times as often

(Study by Stanford University and Carnegie Foundation For the Advancement of Teaching; 1998)

Stacy Johnson, *Sheep Family 1,* 2020

Stacy Johnson, *Reflections,* 2020

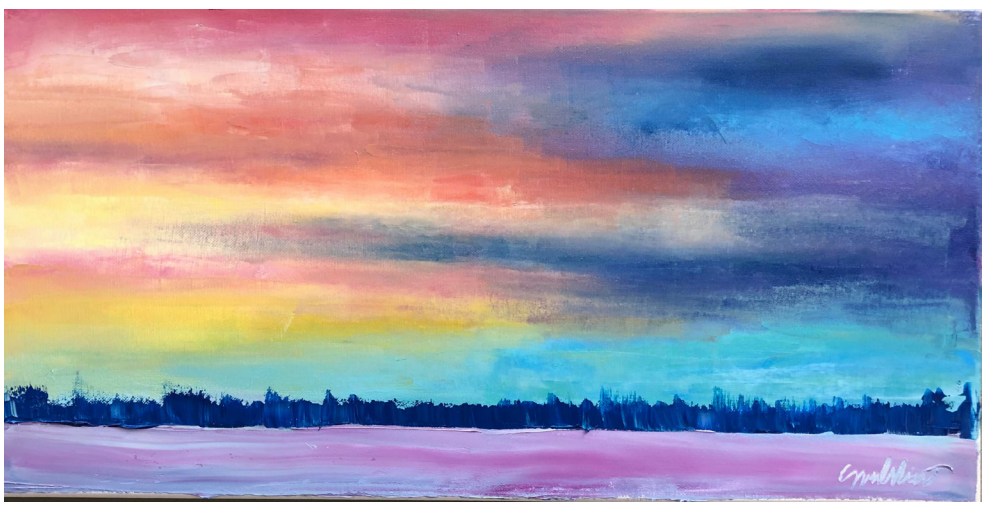
Barbara Hunt, 2020

Barbara Hunt, 2020

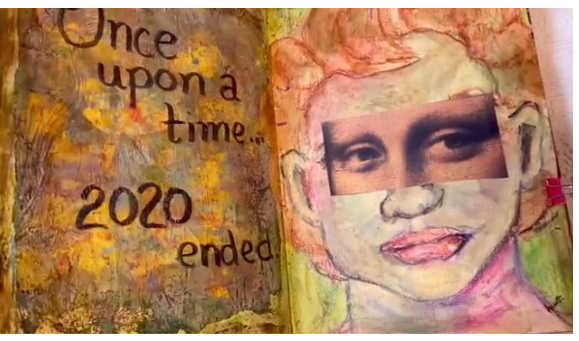
Stacy Johnson, *untitled,* 2020

Stacy Johnson, *Valdez Glacier,* 2020

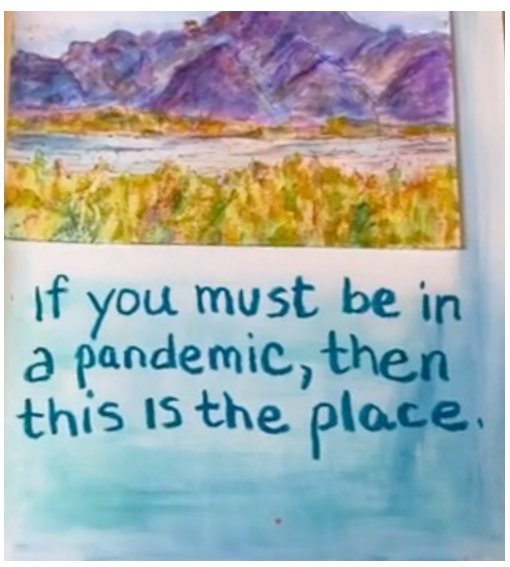
Stacy Johnson, *Winter - Anchorage,* 2020



Sarah Reno Studio, 2020, Palette Knife Paintings



Barbara Hunt, 2020



Barbara Hunt, 2020

Merry Maxwell, Beaver Creek Brown-eyed Susan, 2020, Oil Painting

Merry Maxwell, Beaver Creek Choke Cherries, 2020, Oil Painting

"For further information or how to purchase artwork included in this show, please contact Felicia Desimini at fdesimini@alaska.edu."

MONEY FOR COLLEGE

Scholarships for education in health and human services are now available for Mat-Su residents.

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Alaska Native Cultures Club

By Angeli Kristovich

Beaded Barrette by June Purdue

It has been quite the challenge trying to keep the Alaska Native Cultures Club afloat since classes are not in person anymore. Many people might not know this, but Student Organizations at Mat-Su College are still allowed to meet, as long as they follow UAA social distancing practices and can meet via Zoom. I am the Vice President of the Alaska Native Cultures Club at Mat-Su College.

The Alaska Native Cultures Club (ANCC) is a small group of students who share the same interest of learning more about the Indigenous Cultures of Alaska and beyond. Normally we meet weekly, but since COVID hit, we haven't been able to meet in person since March 2020. Over winter break and into February students who were enrolled in at least 3 credits in the UA System were allowed to join and participate in a beading activity hosted by ANCC along with our Elder Advisor, June Purdue.

> I have had so many opportunities to learn more about my culture

Who is June Purdue?

June has been teaching classes locally and at Universities for over 45 years. For the last 3 years she has been an adjunct professor at Kenai Peninsula College, teaching students how to tan salmon skins, beginning beading classes, and advanced beading classes, so she is not new to this! In those 45 beautiful years, June's art and many other talents have been and still are featured in museums, universities, tribal councils and art centers as prime examples of traditional Alaska Native Art. She has had invitations to grass weaving at the United Nations in New York, the Smithsonian Institute in Washington D.C., Autry National Center in Los Angeles, The Heritage Institute in Russia and many more.

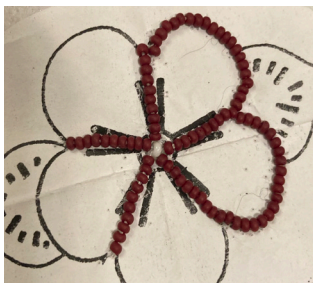
June is originally from Old Harbor Village on Kodiak Island and her heritage is Sugpiaq and

Inupiaq. Alaska Native Cultures Club is honored to have June Purdue as our Elder Advisor and we encourage any students who are interested in being in our club to reach out and get in on this magical group of creative people! Maybe some of you have ideas of what we can do as a club during this time that we cannot meet in person.

As mentioned, over the winter break and into February, our club hosted a beading event and we worked on a flower barrette. The supplies we used were:

- Beading needle (size 11),
- Size B nymo thread,
- stiff felt
- flower traced on a piece of paper to help guide our beads as we go.

We got to choose our own colors of beads, and that was really cool!



At first it was really hard to grasp using a tiny needle and beads, but after I got focused it became easier! I still haven't finished mine because I have been so busy, but the other students are pretty darn close to being done. Beading has definitely become an activity that I now use to center myself when I feel overwhelmed.

I was really happy to learn this because I am an Alaska Native and I never got a chance to learn how to bead from my grandma before she passed, but since I have been apart of the Alaska Native Cultures Club I have had so many opportunities to learn more about my culture and how to do Native Art!

Are you a UA student and want to be a part of

our club? Do you have ideas for activities that the club can do? If so, please reach out to us! Or, if you just want to be a part of what we are doing that's okay too! Community members are welcome as well!

I look forward to hearing from some of you, but please keep in mind that I know you all are super busy, and maybe you have too much going on this semester to join our club. That's okay, you can be included in the emails that get sent out to the ANCC clubs members. After I add you to the email list, you will be notified of future events and the goings on.

The Alaska Native Cultures Club is open to anyone. I truly hope you all are having a good semester and I hope to hear from you. Any questions or comments can be sent directly to my school email at amkristovich@alaska.edu.

STUDY TIPS FOR FRESHMEN

By Rachel Goodall

Just starting college can be a real challenge, especially if you are going full-time. I would like to share with you some tips that can help you be successful.

1. Stay organized by making schedules, using calendars and making use of your time.

2. I suggest you do the same thing (e.g., studying) five days a week. So, at the end of week you have time for yourself and friends.

3. Use a journal to share your feelings and outlooks.

4. Take time to be creative. For example, if you like taking photos, drawing, or coloring, these take pressure off and bring you down to earth.

5. Look in the mirror every day and say I am smart, successful and beautiful.

Life is fun and full of surprises. Celebrate each day!!! Smile.

Hyrule Warriors: Age of Calamity

Let's do the time warp again

By Arin Tampke

If there's one thing The Legend of Zelda: Breath of the Wild fans want, it's more Breath of the Wild. Hyrule Warriors: Age of Calamity is here to give us... something kinda like that. Like the previous Hyrule Warriors games, this is Zelda as seen through a Dynasty Warriors lens, but the key difference here is that Age of Calamity's premise takes us back to the events of The Great Calamity referenced throughout Breath of the Wild. This is the story of the Champions, of Zelda's struggle to awaken her power, and of the resurrection of Ganon. The resulting game is a great fit for Koei Tecmo's famous 1 vs 1000 gameplay, and also a fun new spin on a much-loved world.

Age of Calamity is packed with systems, mechanics, locations, and Easter eggs pulled from its predecessor, and coming across these are a joy. Of course, Link can shield surf! Or parry Guardian lasers. Why shouldn't he wield tree branches, soup ladles, and mops as weapons? And why not cast Magnesis to yank treasure chests out of the ground or use an Octorok to polish up rusty weapons? What could be more normal than tuning the Sheikah Sensor to find ingredients across the map? My more than 40 hours with Age of Calamity were filled with moments in which Koei Tecmo's reverence for the source material was abundantly clear. Age of Calamity can expand upon this world in several areas too. There's a large cast of playable characters for one, letting you get a sense of how deadly Impa was as a young woman, or how skilled the Champions were in battle during their prime. We even get to pilot the Divine Beasts, and while these missions aren't actually all that exciting, they're still a good palate cleanser, as well as an effective way to bring Breath of the Wild's backstory to life and to make these lumbering titans feel more real than they ever did before. Perhaps the most significant new twist, however, is also likely to be the most divisive. The opening cutscene introduces us to a miniature Guardian who comes alive at the moment Zelda's powers awaken – when all hope is lost – and then travels back in time to warn the heroes about what is to come. Now, the Guardian itself is adorable, sure, but the time-traveling motif naturally raises whether this prequel will follow the events as described in Breath of the Wild, or whether it will create its own timeline by altering the past.

I'm not going to directly answer that question here, as the story should be yours to discover, but what I will say is that while many events transpire, and there's plenty of high-stakes drama, the actual characterization along the way is pretty lacking. Zelda, for instance, spends a big chunk of the time playing the one-note she played in most of the memories in Breath of the Wild – namely, the self-doubt that she'll ever unlock her power and be useful. It's disappointing that she's played so straight when this was an opportunity to do more with, well, all the main characters.

This is especially awkward because, in battle, Zelda is a straight-up brawler – she wields the Sheikah Slate as her primary weapon, and yet, this badass killing machine is still meek, bookish, and lacking confidence as far as the story is concerned. There's even an escort mission in which she can't fight, even though – mere moments earlier – she was slaughtering hundreds if not thousands of Bokoblins, Moblins, Lizalfos, and everything else Hyrule's got. If Age of Calamity can toss a time-traveling Guardian into the mix, surely it could've done a little more with Zelda, too? Another way to look at it is that Breath of the Wild's story was disjointed by design – you pieced it together as you came across memories and other flashbacks, whereas here we have a storyline that runs from start to finish, yet still doesn't tell us anything meaningful about its characters.

None of this should be a surprise, though, because Age of Calamity is not trying to be a Final Fantasy game. Big events are often delivered through narrated text on-screen (with some pretty questionable voice acting), while the cutscenes are largely just brief interludes that

See HYRULE page 10

The Matriarch

By Cassidi O'Brien

You have always been there, even when we were a thought.
A sparkle in the eye, a plan we were not.
We exist because of you & your love
But we must say good-bye and salute you from above

6 kids birthed & 19 grandchildren yield
And for that we are forever sealed.

Me to you
You to me

Bound no more you are free
Free from pain, free from strife
No more mundane day-to-day life

To the heavens you float and rise
I cast my gaze skyward,
and see your glacial blue eyes.

I am humbled by the fact that you cast them on me.
And I hope that I can live up to everything you wanted me to be.

We are all here and alive because of you
Together we come, and together we mourn....

We mourn because we wish you were here
We mourn because your love endears
We mourn because of the lessons you taught
We mourn because you will never be forgot
We mourn because you're the glue that holds us together
We mourn because we now have no tether

We come from far and we come from wide
To see your everlasting sleep reside.

Tears spilled after dark
You are our dear matriarch.

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Just ask at the library desk --

your item might have been found!

AXE THROWING *continued from page 5*

looking to do professional tournament play, you will most likely see a lot of 60s and 64s.

As far as the venue itself, everyone there was extremely pleasant and very happy to help me. The three people with name tags that works there that helped me were Kyle (who is also the owner), Tyrel, and Sally. I booked for an hour in advance, however they do allow for walk-ins if there is enough room. Currently, it's about $35 for an hour but the price per person decreases the more people you have. I believe you can also book the venue for an hour for a party. I do know that you can bring in food, and they do sell drinks. I will say this, bring water if you go because you will need it after about 20 minutes. Before I began throwing the axe, I was asked if I ever threw before. Because it was my first time, I was entered into a small training session into how to throw the axe properly, the rules, how the games worked, etc. Oh yeah, if you bring a friend, you also have the option to play various games. Some of these include 21, which is getting to exactly 21 without going over first, HORSE, which is getting the axe in the same spot as your opponent, among others. Everybody there was very enthusiastic about axe throwing; they even had a television showing the WATL ESPN coverage. Oh yeah, did I mention that there are national tournaments for axe throwing? Alaska is currently in the Pacific region for this.

everyone there was extremely pleasant and very happy to help me.

The way the venue is set up is there are 10 specific lanes for target throwing. There are four pairs of two, primarily used for doubles games, and there are two single lanes, usually preserved for people who come by themselves or for people who show up later than the rest. Or in my case, shows up earlier than the rest. I attended the grand opening on Friday February 5th, 2021 and was the first one there. For my first time, I thought I did decent. Towards the end of my hourlong session, I was hitting three- and four-point throws regularly. Of the possibly over 300 throws that I took, I only stuck one bullseye. As funny as it sounds, this is a common occurrence with many first timers. If after reading this article you decide to head over, don't get discouraged. Like almost any hobby, practice makes perfect.

One of the main concerns that I can imagine people will have with it is the safety concern. Not from COVID, but from the concept of throwing axes in an enclosed space. Most likely, this originates from a viral video of which a woman throws an axe at the target, the rubber handle bounces off the rubber flooring, came back and nearly missed ~~giving her a splitting headache~~ gravely injuring her. This is in addition to you being required to sign a waiver before you can participate, waivers are scary sounding because it's not like you sign a waiver for safe things! Imagine signing a waiver for something like playing Tetris or going clothes shopping. However, I, as well as any employee at any axe throwing range anywhere, can assure you that axe throwing is extremely safe. What happened in that video was extremely unlikely to happen again as the woman threw the axe with both hands intentionally towards the floor to make a trick shot. While you can do trick shots, throwing the axe towards the floor is, to my knowledge, not a smart thing to do. Not to mention that they go over the range rules every time you book an hour and will make sure you understand all the rules before starting. And even with that in mind, it's very difficult to break an axe throwing range rule when there are five or six employees to 10 people throwing. If your prerogative is to break axe throwing range rules, then you can do that elsewhere. Axe throwing is intended to be as safe as humanly possible; while there can never be a zero percent chance of getting hurt when you're throwing axes at targets, it is about as safe as any other hobby.

With everything going on with the pandemic, this was the first time that I've done something in public in almost a year. One thing I appreciate about the axe throwing venue was that they do keep up with social distancing regulations and make sure the axes are being cleaned between uses. Although I do wish they did ask for masks for everybody, it was the grand opening so I can see how that would be a difficulty. As more and more people begin to sign up for sessions, I think this is something that the Valley will support for a long time. As of me writing this, tournaments have not started yet, but they will soon. I'm super excited to get myself signed up for tournaments and start up a new hobby. Who knows, I might see one of you around! I would recommend almost anybody to check out the venue and leave them a good review if you enjoyed it.

Hyrule *continued from page 9*

help keep the story going, or show off something cool. The primary purpose of the overarching story is to provide a backbone for ever-evolving gameplay across the dozens of hours of Age of Calamity. And in this capacity, it serves its purpose admirably.

While I'd have liked a little more insight into the characters, the Rock Roast of this game is its combat. The foundation is deliberately simple, with every character having an array of different combos based around regular attacks transitioning into strong attacks, as well as a unique central mechanic. Impa, for instance, uses ZR to place symbols on enemies which she can then absorb with strong attacks to create mirror images of herself. Absorb three symbols, and she's at full power, with a line of clones fighting to either side of her. Impa can feel absurdly powerful in this state, spraying a barrage of blades at anyone in the vicinity. This feeling of power only grows as you upgrade her weapons and start to take advantage of seals – weapon augmentations – that suit her playstyle.

What's impressive is that every character in the roster is this distinct. Urbosa, for instance, has a lightning gauge that can be channeled – one segment at a time – into extra-powerful strong attacks in her combos. Her fighting style is very much like a dance, and I love how she balances elegant, contained moves with outright devastation. Her lightning gauge is instantly refilled after using a weak-point smash too, allowing you to chain together shockingly effective sequences of moves.

Mipha, meanwhile, literally swims around the battlefield, and her key mechanic lets her close the distance to enemies by bursting from fountains, then juggle them in the air before launching them again with another fountain, and so on. Seals that do extra damage to airborne enemies work well for Mipha's tridents.

I'd love to also tell you about some insane characters you'll unlock later on, but that would be spoiler territory, so instead, I'll just say: Woah. Age of Calamity has some awesome surprises and some truly deep cuts that fans are going to love. They don't all land – some characters are more intuitive to use and more robust in design than others – but still, the overall roster is a lot of fun.

Coming back to what we can discuss, Link is perhaps the most traditional character, but he also offers up the most variety: he boasts different combos, special attacks, and ZR mechanics based on the weapon type he's using – sword and shield, spear, or the two-handed weapon category. Sword and shield, for instance, opens up parrying, shield surfing, and a rapid-fire bow, whereas two-handed weapons let him sacrifice some of his health to juice up attacks. He's a powerhouse.

Of course, these are just a few of the ingredients going into this mighty combat stew. Every playable character can also use four Sheikah runes – Stasis, Cryonis, Magnesis, and Remote Bombs – with a unique implementation for each character. Link uses his Cryonis block as a launcher, for instance, while Impa rides hers around like some kind of ultra-compact ice car. It's fun seeing how each has been realized in-game.

The runes' role in combat is less freewheeling than you might expect them to be, however, as each boss – including area bosses – clearly signposts when to use a particular rune against them. It's not enough for a big Bokoblin to be holding a shield in front of its body – you'll also get an unmissable bomb icon telling you explosives are the way to break its guard.

This happens in basically every combat encounter and, to be fair, is a wise move for a game that's aiming to be broadly accessible. Age of Calamity's combat isn't meant to be punishing, after all, it's meant to be empowering fun. The main issue for me is that all of this handholding discouraged me from experimenting and using my runes at other times, as I didn't want to get caught out needing to counter an attack while the ability recharged.

That said, there are some instances in which it makes sense to proactively use rune powers. Any time you're able to open an enemy up to chip away at its weak-point gauge, for instance, you can use Stasis to allow yourself to whittle it down further. And against any enemy with a weak-point gauge that's very much your priority, as eliminating the gauge lets you execute a weak-point smash attack which will one-shot most area bosses and do a major chunk of damage to anything tougher. It would have been nice if all the rune powers had a similarly strategic impact, but generally speaking, they're used reactively.

Elemental powers, on the other hand, work in much the same way as they did in Breath of the Wild. If you're facing a Fire Moblin (yes, there are more enemy variants now), using an Ice Rod is going to be super effective, whereas waggling a Fire Rod in its direction will tickle it at best. And of course, you can do things like target a metal crate with a Lightning Rod to amplify the area of effect. It's good to see these kinds of interactions return.

Perhaps the most critical part of why the combat feels good, however, is Age of Calamity's implementation of dodging. Being able to lock on to larger enemies than dodge away from their attacks is a big part of what gives the action its sense of speed, letting you dance around the outside of a massive enemy or go straight at Lynels, confident you can evade their Savage Lynel Swords. And best of all, if you dodge at the right time you'll trigger a Flurry Rush that gives you an opening to take a big chunk off the opponent's weak-point gauge. In Age of Calamity, dodging – and by extension the Flurry Rush – is king.

Many of the most thrilling missions double down on the fast-paced combat by putting you on the clock. There's a real sense of urgency when you know you need to capture a certain number of outposts or take down a certain set of powerful enemies within a limited time. In these missions, you're not bothering with the cannon fodder or scouring the corners of the map for Koroks or treasure chests. Instead, you're beelining for your objective, entirely focused on dodging attacks and finding ways to whittle down those crucial weak-point gauges. Often you're also dispatching allies to the other key points on the map so that you can switch directly from one objective to another.

See **VERDICT** *page 11*

Photo By Mariah Elliot

Photo By Mariah Elliot

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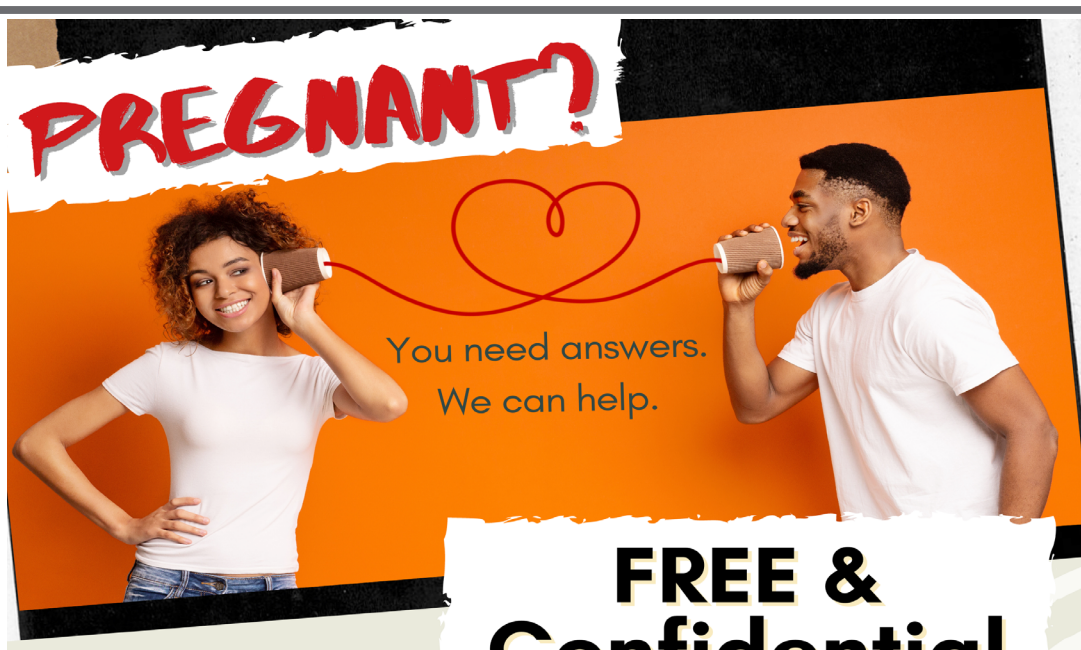

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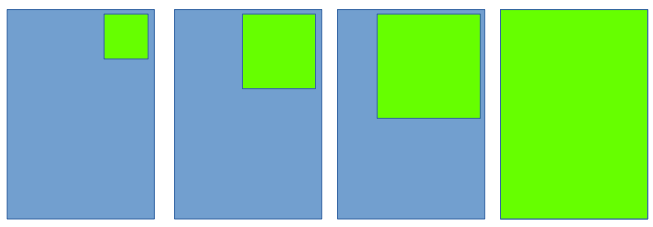

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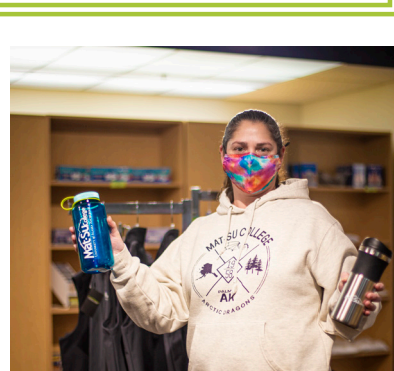

Verdict *continued from page 10*

Combat can be a little rough around the edges, however. The camera isn't always helpful and sometimes loses the action completely. And while Age of Calamity generally feels fast and responsive, the frame rate can vary a bit, and this is even more noticeable in split-screen co-op, where the game's gorgeous visual style also takes a significant hit. It's a real shame Koei Tecmo didn't allow for online co-op.

Age of Calamity can be as easy or as hard as you want it to be. Aside from the broad difficulty settings, you have the freedom to attempt missions while you're under the recommended level, or conversely, only ever attempt missions once you're well above. There are so many missions that unlock throughout the campaign that I rarely found myself having to grind to hit a certain level. The times I repeated missions were for specific drops or enemy trophies to help me complete side quests across the map. The vast majority of the time I was doing new missions.

I like the way the progression system is structured, too. You can pay to level up allies if need be, but a character's level is only part of the picture. Completing more missions with a character means you'll get more weapon drops for them, and spare weapons can be fused onto your existing weapon to make it more powerful and add additional perks via the seal system. And no, your weapons will never break – not even if it's a tree branch.

I'm also a fan of how cooking has been implemented in Age of Calamity. Recipes are unlocked, as opposed to discovered through experimentation, but if you have all the ingredients you're able to cook one or more meals before every mission, and this opens up a whole host of possibilities. If you're slightly underleveled you might want to stack on attack power or reduce damage taken. If you know you'll be facing a series of bosses you may want to widen the timing window for triggering Flurry Rushes. Perhaps you just want as much XP as you can get. Or bonus rupees. There are so many options, and sometimes making Dubious Food is the right choice.

Age of Calamity does offer a wealth of content. Through the main story, I was steadily unlocking new characters, revealing more missions, gaining access to more services and perks, seeing new weapon seals pop up, and upgrading my roster with more combos, more hearts, stronger powers, and so on. At no point did I hit a wall; instead I was always making progress, and always having fun. And even now, with the main story complete, my journey still isn't over because there's so much left to do.

Verdict

Hyrule Warriors: Age of Calamity offers a welcome trip back to a world I've clocked hundreds of hours in. Its hugely varied roster of characters, solid combat mechanics, fun progression, and clever adaptation of Breath of the Wild's vision of Hyrule is a joy to play and discover. While there are some missed characterization opportunities, Age of Calamity is still a blast from start to finish.

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